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Exploring the use of QR Codes as a Learning Technology

MIMAS Mobile Learning: Telling Tales

9th July 2009

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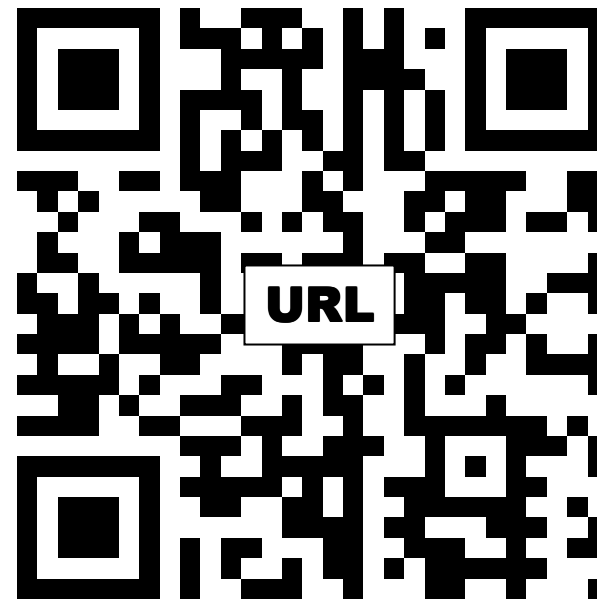
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eatbath-present



jiscqr



<http://www.bath.ac.uk/lmf/download/34642>

Information Sheet

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Conference and workshop presentations

This is a PDF of either a presentation or poster given by a member of the e-learning community at the University of Bath. If you would like to access the actual presentation the it should be available on www.slideshare.net, search for the “eatbath-present” tag

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The story

Title: How might QR Codes be used in Teaching and Learning?

Prologue: What is a QR Code

Chapter 1: QR Codes in T&L

Chapter 2: Improving the feedback loop

Chapter 3: Look no pens

Chapter 4: Connecting the physical to the virtual

Chapter 5: Mobile educational gaming

Chapter 6: Are students aware of QR Codes?



<http://www.flickr.com/photos/89509548@N00/496717386/>

Prologue: what is a QR code?

A QR Code effectively and efficiently connects the physical world and the electronic



A **QR Code** is a matrix code (or two-dimensional bar code) created by Japanese corporation Denso-Wave in 1994. The "QR" is derived from "Quick Response", as the creator intended the code to allow its contents to be decoded at high speed. QR Codes are common in Japan where they are currently the most popular type of two dimensional codes.

An ever increasing number of tasks can be achieved using a QR code. The core ones are,

- Link to web site
- Send an sms to a phone
- Transfer a phone number
- Provide more text

what is involved?

- QR Code Generator
- A task / activity which is appropriate for a small screen device

- Camera phone
- Good connectivity
- QR Code Reader
- Money



A QR Code Generator

<http://qrcode.kaywa.com>

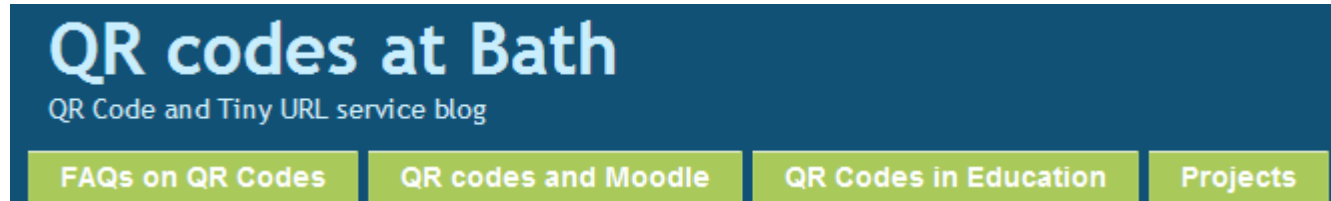
A QR Code Reader

<http://www.i-nigma.mobi>
07781 489 340

The following example, illustrates scanning a QR Code, adding it to your favourites and accessing the web site:
<http://www.bath.ac.uk/lmf/download/26048>

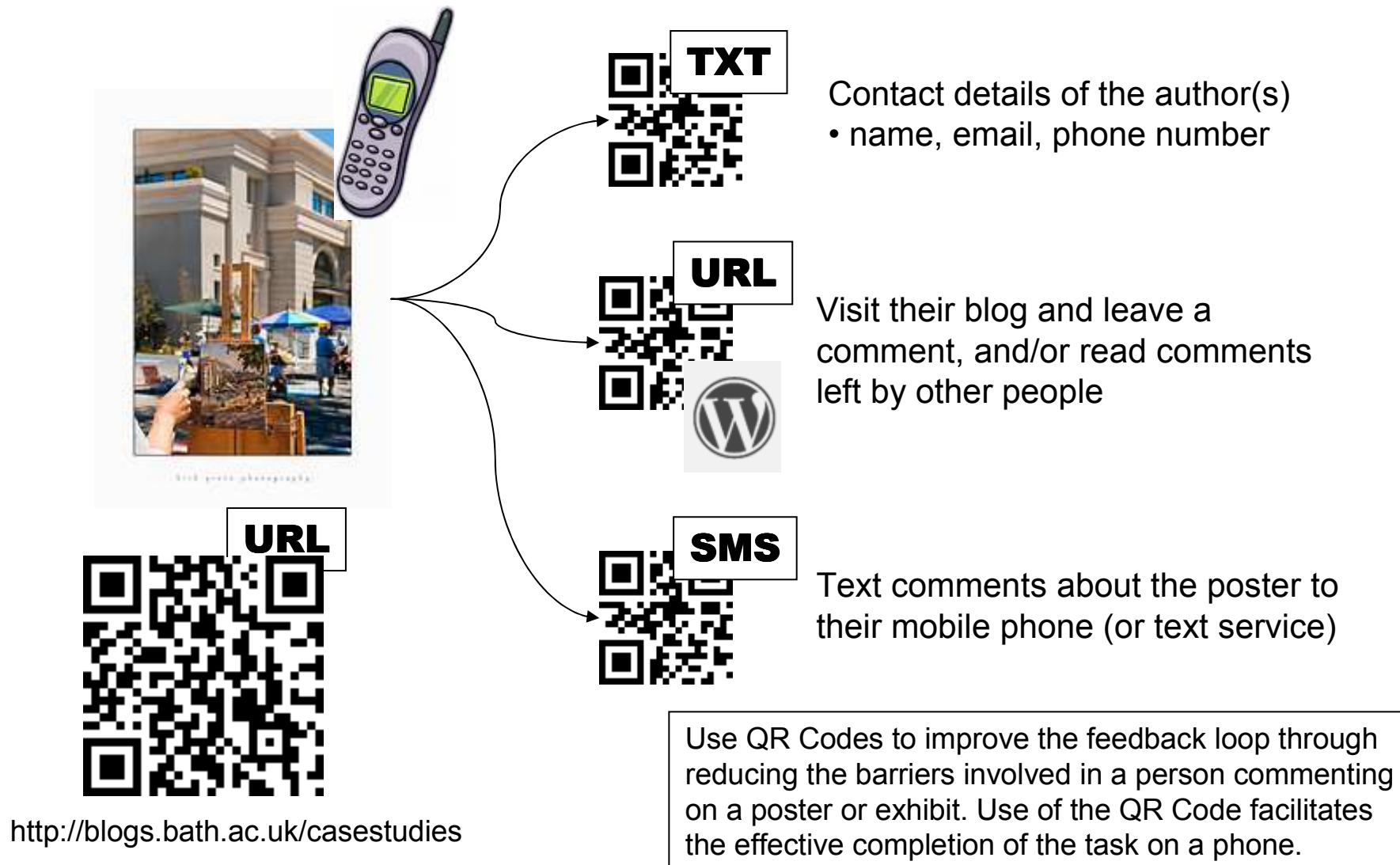
Scanning a QR Code

Chapter 1: QR Codes in T&L

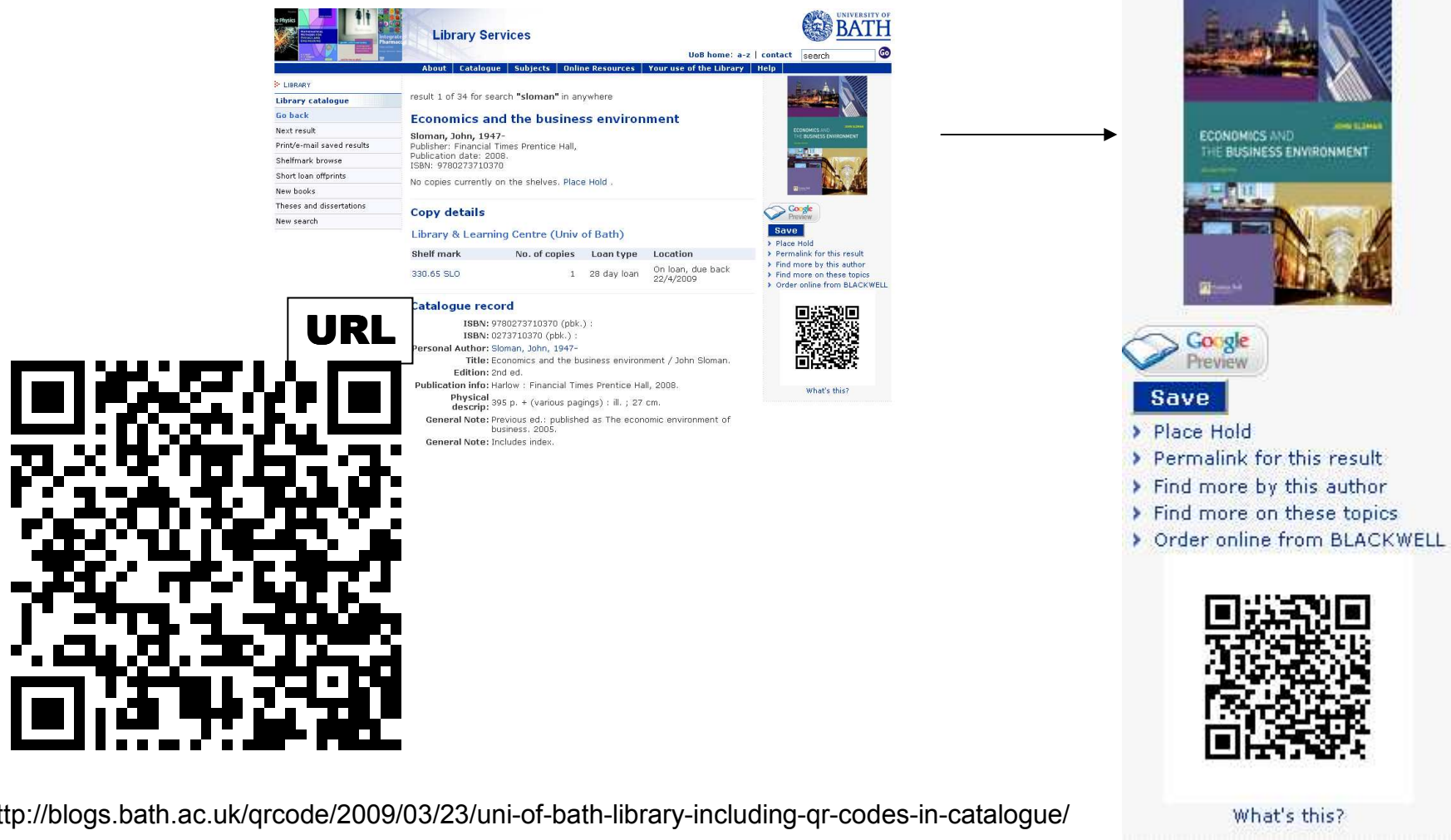


	QR Codes only	QR Codes with other tools
e-Admin	<ul style="list-style-type: none">● Inclusion within web pages (bookmarking)● vCard / Office Hours	<ul style="list-style-type: none">● Subscription to a rss news feed<ul style="list-style-type: none">● Sign up for SMS news alerts using QR codes● Within library catalogue
e-Learning	<ul style="list-style-type: none">● Handbooks linking to online resources<ul style="list-style-type: none">● JIT content in lectures (links, slides etc.,)	<ul style="list-style-type: none">● Classroom formative feedback● Augmented reality gaming● Video (youtube) user guides<ul style="list-style-type: none">● Campus / Library Inductions● Appended to Moodle print outs

Chapter 2: Improving the feedback loop



Chapter 3: Look no pens



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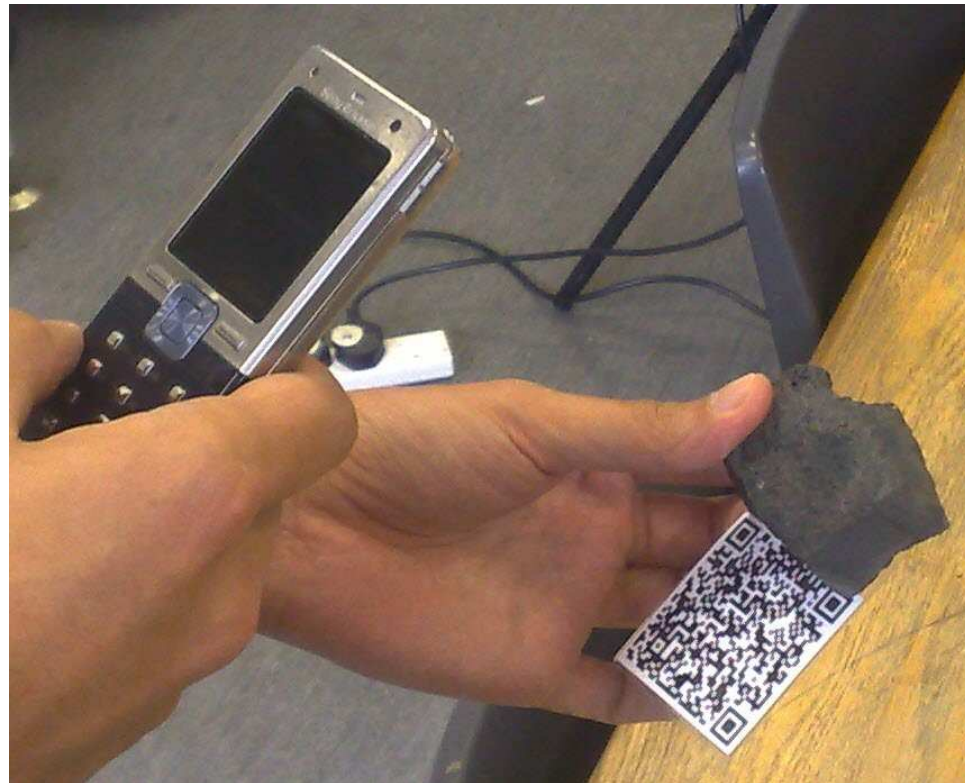
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<http://blogs.bath.ac.uk/qrcode/2009/03/23/uni-of-bath-library-including-qr-codes-in-catalogue/>

Chapter 4: Connecting the physical and the virtual



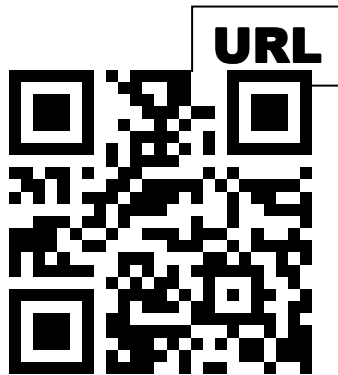
Chapter 5: Mobile educational gaming



<http://www.flickr.com/photos/jazzybam/sets/72157615487815373/>

Chapter 6: Are students aware of QR Codes?

- Do you know what a QR Code is?
 - Yes: 13.8%
 - with 95% confidence interval, then 12.34% - 15.26% of total student population are aware of QR codes.



<http://opus.bath.ac.uk/12782>

- Have you accessed a QR Code?
 - Yes: 2.2%
 - with 95% confidence interval, then 1.58% - 2.82% of total student population have accessed a QR code.
- The most common action was
 - Web site – 33 responses
 - Read more text – 28 responses
 - Phone a number – 19 responses
 - Send a pre-written SMS – 12 responses?

thank you



<http://blogs.bath.ac.uk/qrcode>

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